All the grues that fit, we print.

The New Zork Times

New Zork area weather:

MORE

InvisiClues™

Since the InvisiClues booklet for *Zork I: The Great Underground Empire* was so well received by Zorkers, the Zork Users Group has moved forward with the production of three more.

InvisiClues for *Zork II: The Wizard of Frobozz* are now available. InvisiClues for *Zork III: The Dungeon Master* and for *Starcross* are expected to be available on December 1, 1982.

InvisiClues are the ultimate in computer game hint booklets.

No more frustrating delays. The InvisiClues booklet for *Zork I* includes over 175 hints (and answers) to over 75 questions, progressing from a gentle nudge in the right direction to a full answer. (The booklet for *Zork II* contains over 210 hints to over 80 questions.)

Included are complete lists of treasures, with their values and locations, and "for your amusement" sections which include fascinating game trivia.

They provide just as much help as is needed without giving away answers unintentionally. All of the hints and answers in the InvisiClues booklets are printed in *invisible ink*.

You see nothing but what you *want* to see. To use the booklets, simply find the section and question which pertain to your problem and use the developing pen provided to develop the first invisible clue. With these booklets you can solve the games completely and learn about many things you might otherwise not have noticed!

The booklets are attractively illustrated by David Ardito, and written with the style and wit Zorkers have grown to appreciate.

If you wish to avoid double payment of the per-order postage and handling charge or simply wish to get your order in early, we will now accept and process orders for *Zork III* and *Starcross* InvisiClues and ship as soon as available.

Infocom announces two new games: Starcross, and long-awaited Zork III

Zork III

A year in the making, *Zork III: The Dungeon Master* is the climax of the first Zork trilogy. If you enjoyed *Zork I* and *Zork II*, you'll love *Zork III* — it's the most mind-boggling of them all.

Visit the mystifying Land of Shadow. Try to obtain the crown jewels of the Great

. . . climax . . .

Underground Empire. Solve the royal puzzle. Delve into the secrets of the Technology Museum. Meet some very mysterious characters. The greatest challenge is figuring out what is going on and what you are there for. The conclusion of this game is quite satisfying.

INFOCOM GAMES: MORE SYSTEMS

Infocom has announced that its games will now be available on the NEC APC (CPM-86) and Commodore 64 (with disk).

Deadline and *Starcross* are now available for the TRS-80. (Radio Shack is exclusively marketing *Zork* for the TRS-80 models.)

Starcross

Finally Infocom has entered the realm of science fiction. The result is what you'd expect from the masters of the text adventure genre — stupendous!

You are the skipper of the *Starcross*, a one man survey ship searching for quantum black holes. Suddenly your mass detector locates a

. . . science fiction . . .

large mass moving through your sector, but this is no black hole. You are about to become the first human to have contact with extra-terrestrial beings...

Critics acclaim Zork and Deadline

Zork I

"Zork is a classic. Without a doubt, Infocom offers the finest text adventures yet available for the IBM."

Forrest Johnson in *Softalk* for the IBM PC, June 1982

The results of *Softalk*'s reader poll:

"The Adventure 5 balloting provided the biggest upset. Although On-Line Systems hi-res adventures continually dominate the sales charts, Zork *got the nod as the most popular adventure program.*

Softalk, April 1982

[In May 1982, *Deadline* was top of the sales chart.]

"Zork is the definitive adventure game ... The vocabulary is out of this world, and by far the most extensive yet encountered ... The best news is that this is only part I!!"

Kim Schuette in *The Book* 1981

"No single advance in the science of Adventure has been as bold and exciting as the introduction of Zork: The Great Underground Empire.*"*

Bob Liddil in *Byte*, February 1981

Zork II

"Once again the master adventurers at Infocom have thrust us into the titillating, terrifying, and sometimes intimidating world of Zork ... This is an ambitious adventure, replete with volcanoes, dragons, princesses, unicorns, and a myriad of other creatures and objects that will extend your imagination ... A well-balanced mix of humor, wit, and wry puns makes reading [the descriptions] *almost as pleasurable as solving the game itself.*

"The riddles and puzzles are intricate but, for the most part, their answers are logical and succumb to rigorous application of the principles of deductive reasoning. Some of the puzzles are astounding in their ingenuity ...

"As a matter of fact, Zork is such a popular game that a Zork user group has been formed. They offer various Zork paraphernalia, including very handsome maps that enhance playing both games ..."

Tom Repstad in *Softline*, May 1982

"Zork II is a delight to play. A text adventure, it is of the high quality, logic-loyal wing of that genre ... Zork II somehow escapes the mold. It is fresh and interesting ... You do not need to have played Zork *to play* Zork II, *but if you haven't, you're apt to want to pick up the first* Zork *after the fact."*

Margot Tommervik in *Softalk*, March 1982

Deadline

"If the mystery writers of America gave an award for Best Fiction in Software, Deadline *would win in a walk ... This is an elegant mystery, with its roots in Agatha Christie ... For anyone who ever loved a mystery — and who has a couple days free — it's indispensible."*

Softalk for the IBM PC, July 1982

In years to come, generations hooked on computer mysteries may well look to Marc Blank and Dave Lebling with the same respect that mystery novel readers have for Doyle; these two have created the first wholly interactive mystery for the computer. And it's dynamite.

" ... Deadline incorporates all the finesse in programming we've come to expect from Infocom ..."

Probably the most gratifying praise has come from you, the Zorkers and Deadliners of the world. The comments on the owner warranty cards have been phenomenal, stupendous, unprecedented, ... well, you be the judge:

Zork I   *"It is magnificent! Best adventure I've ever played."*

"Outstanding — far superior to Adventure."

"It took my brother and I almost a year to solve Zork I. We bought Zork II the day after we finished Zork I."

"Most sophisticated adventure I've ever experienced."

"YAHOO!!"

"I think it is the best adventure program available today."

"Love it!! Glad there is a Zork II to look forward to."

"Nifty."   *"Very good. Best I've seen."*

Zork II   *"Loved Zork so much I had to come back for more."*

"More restless nights."   *"Woopie! More Zork."*

"Really intriguing. Beat graphic display games."

"Excellent — easily the best adventure on the market."

"Excellent in all respects. Zork products are the most entertaining adventures on the market today. Games are creative and reliable."

"Annoying, frustrating, and terrific! The best *adventure game on the market."*

"Exceptionally well-done — exciting to play for hours on end."

"Has even intrigued my wife."

Deadline

"Excellent; well written and conceived."

"I believe this to be the most challenging and realistic adventure yet."

"I can't believe someone has finally come out with a detective computer game, hope to see more."

"Excellent adventure!! The documentation is superb!!"

"Totally fascinating."   *"It's hard, but great."*

"Fantastic! Keep up the good work in the next Interlogic mystery series."

"Help!"   *"Fantastic!!"*   *"A brilliant concept."*

"An unquestioningly challenging and entertaining game of excellent quality, well worth the cost."

Are you proud to be a Zorker? Would you like to meet other Zorkers? The Zork Users Group now has a lovely assortment of Zork buttons.